

ABSTRACT OF THE DISCLOSURE

- A user interface and method for interacting with a three-dimensional graphical environment is determined. Multiple viewing perspectives are provided to the user to
- 5 allow the user to view and navigate through the environment at approximately eye level or “fly over” and view the environment from an overhead view. Labels corresponding to partitioned areas rotate to adjust to the changing perspective of the user and area color coding adjusts hierarchically dependent on the user’s perspective. Partitions and the ceiling of the environment have variable translucency/transparency
- 10 so as to provide the user with forward viewing capability of the environment and read labels in other areas. The interface controls the movement of the user’s in a natural manner and movement is tracked to provide the user with a history of the user’s previous navigation path. Addition information views are provided by the interface relating to different objects within the interface.